



WORKING WITH RESIN ROUNDTABLE

MARCH 2019

During our March meeting we held a roundtable discussion concerning working with resin, the information presented is not an all-inclusive guide, but we hope you find the information useful.

Below we will cover tips on working with resin models or resin aftermarket parts but first please remember the dust associated with filing and sanding resin is dangerous so please be sure to wear a dust mask or respirator will doing any sanding, filing, or grinding.

Resin models and aftermarket parts provide us with models not available in plastic or parts to build conversions and/or add extra detail to a plastic model. Do not be afraid to work with it, just understand it requires some different techniques.

One of the most important items when working with resin is to make sure it is clean – really - really clean. All resin makers use a mold release of some type to make removing pieces from the mold easier and to increase the life of the mold. Typically, the mold release is some type of silicone-based spray and paint does not like it. Basically, your paint will not stick to it and the worst time to find out is when you mask the body for a multitone paint job or painting window trim. You could also encounter fisheyes if all the mold release is not removed from the parts.

There are many ways to remove the mold release including but not limited to Westley's Bleche-White, Easy Off Oven Cleaner, Purple Power, etc. Whatever you use be sure to wear gloves when working with any of these.

Another thing to remember is resin is porous so whatever you use can leave trace elements in the resin. Consider cleaning with your cleaner of choice, washing with Dawn, cleaning again, washing again, and finally rinsing in clear water. **Do not soak your resin parts in alcohol, you will not like the results.**

How do you know if you removed all the mold release? Use the tape test, take masking tape and try sticking it to the part(s), if it doesn't stick, it isn't clean.

After the parts are clean you can apply your first coat of primer (doing so will help make any imperfections more visible) and any good quality model car or automotive primer will work. Mr. Hobby offers a resin primer as well, but any good primer will work.

Putty for models, automotive fillers such as Ever Coat, and even super glue can be used for filling pin holes, etc. If using super glue, try to sand the area with 30-45 seconds after hitting it with accelerator. It will be easier to sand. If you wait too long the super glue will be harder than the surrounding material making it much harder to sand and you could possibly damage the area around it. Once you are done with your body repairs, wash again I Dawn, rinse in clean water and let dry.

As you apply your final coats of primer be sure to lightly sand between coats, the smoother your base coat is the smoother the final finish. If you use an airbrush, consider Mr. Hobby primers which are available in a series of 500, 1000, and 1500. The higher the number the finer the finish.

Once your body is painted you can finish it (polish, clear coat, decal, etc.) just like any other model.

For gluing parts together super glue is a must, epoxy can be used for major unseen joints, attaching wheels, etc. Clear paint or Future can be used for attaching small photo-etched details as well. A light curing glue such as Bondic can also be used. Formula 560 or Testors Canopy glue are good choice for attaching clear parts.